

IN THE CLAIMS

Please amend the claims as follows:

1. (Withdrawn) A system for playing an interactive sports simulation game comprising:

a broadcast network that transmits said interactive sports simulation game to a plurality of viewers that receive and display said interactive sports simulation game;

a server operative to generate said interactive sports simulation game, said server adapted to permit at least one of said viewers to interact with said interactive sports simulation game by being interactively coupled to said server such that said server can receive transmissions from and send transmissions to said viewer to play said interactive sports simulation game.
2. (Withdrawn) The system of claim 1 wherein said game is delayed from being broadcast at the time said game is being played.
3. (Withdrawn) The system of claim 1 wherein said interactive sports simulation game is an interactive football sports simulation.
4. (Withdrawn) The system of claim 1 wherein said game is a championship game of a tournament.

5. (Withdrawn) A system for playing an interactive sports simulation game comprising:

at least one set top box connected to an input device and operative to process signals from said input device and generate a real time signal of said input device and operative to send and receive interactive messages;

a server coupled to said set top box and operative to send and receive said messages, said server operative to generate a broadcast signal containing at least a portion of said interactive sports simulation game, transmit said game to a plurality of viewer's televisions capable of receiving said computer generated game and displaying said computer game to said viewers;

wherein said server operates to initiate a game and permit said viewers desiring to interact with said game to play said sports simulation game.

6. (Withdrawn) The system of claim 5 wherein said game is delayed from being broadcast at the time said game is being played.

7. (Withdrawn) The system of claim 5 wherein said game is a football sports simulation.

8. (Withdrawn) The system of claim 5 wherein said game is a championship game of a tournament.

9-16. (Canceled)

17. (Currently Amended) A method of implementing an interactive game between at least two players and viewed by a least one non-participating viewer in an interactive ~~television~~ broadcast ~~system~~ network comprising:

launching said interactive game on a video game server that controls play of said interactive game and is communicatively coupled to said ~~television~~ broadcast network system ~~that controls play of said interactive game;~~

generating first markup language code for embedding in a video broadcast stream, said first markup language code generated by said video game server for broadcast to a first ~~set top box~~ interactive device having or controlling a display device at a specific address in said ~~video~~ broadcast network system, said first markup language code comprising a user interface for a first player of said at least two players;

generating second markup language code for embedding in said video broadcast stream, said second markup language code generated by said video game server for broadcast to a second ~~set top box~~ interactive device having or controlling a display device at another specific address in said ~~video~~ broadcast network system, said second markup language code comprising a user interface for a second player of said at least two players;

receiving at said video game server a game control signal that is generated in response to an input from said first player playing said interactive game, and message data from said first ~~set top box~~ interactive device;

generating video images in said video game server in response to said signal, for broadcasting a view of the game ~~where the view of the game can be customized for the game played and~~ that is respectively customized by said video game server for each of the at least two players;

transmitting said video images for insertion into said video broadcast stream; whereby said message data is transferred from said video game server to said second interactive device ~~set top box;~~ and said video broadcast stream ~~[[is]]~~ being broadcast to a ~~plurality of the first~~

interactive device set top boxes including set top boxes of said at least two players and the second interactive device, and to a interactive device of said at least one nonparticipating viewer.

18. (Currently Amended) The method of claim 17 further comprising[[:]] displaying player controls in a first portion of a screen viewed by said first player and said video images in a second portion of said screen using said first markup language code.

19. (Currently Amended) The method of claim 17 wherein said step of embedding first markup language code further comprises[[:]] embedding HyperText Markup Language (HTML) code in said video broadcast stream.

20. (Currently Amended) The method of claim 17 wherein said step of broadcasting further comprises[[:]] combining said video images with second video images and broadcasting combined images to said plurality of interactive devices ~~set top boxes~~ including said at least one interactive device ~~set top box~~ associated with a non-participating viewer.

21. (Currently Amended) The method of claim 17 further comprising[[:]] transmitting said game control signal to said second player.

22. (Currently Amended) The method of claim [[20]] 21 further comprising[[:]] altering the display produced by said second interactive device ~~set top box~~ in response to said game control signal.

23. (Currently Amended) The method of claim 17 wherein said step of generating video images further comprises[[:]] generating video images that are an overview of said interactive video game.

24. (Currently Amended) The method of claim 17 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a sports game.

25. (Currently Amended) The method of claim 17 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a casino game.

26. (Currently Amended) The method of claim 17 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a game show game.

27. (Currently Amended) An interactive game system comprising:

a server that executes an interactive game and that controls the play of said interactive game by at least two players and produces video images of said interactive game, said video images for broadcasting a view of the game ~~where the view of the game can be customized for the game played and~~ that is respectively customized by the server for each of the at least two players;

said server configured to provide ~~providing~~ said video images for a video broadcast network system ~~system~~ coupled to said server,

the video broadcast network system ~~system~~

for broadcasting a video broadcast stream containing said video images to a plurality of interactive devices having or controlling a display devices ~~set-top boxes~~ including interactive devices having or controlling a display device ~~set-top boxes~~ of the at least two players of said interactive game and at least one non-player of said game,

and for broadcasting at least first markup language code and second markup language code, if any, embedded in said video broadcast stream said first markup language code and said second markup language code addressed individually to said interactive devices ~~set-top boxes~~ of the at least two players, wherein

said first markup language code provides a first user interface for a first player; and

said second markup language code provides a second user interface for a second player;

wherein said server is further configured to receive a data message from said first interactive device ~~set-top box~~ and transfer said data message to said second interactive device ~~set-top box~~.

28. (Previously Presented) The interactive game system of claim 27 wherein said first markup language code is HyperText Markup Language (HTML) code.

29. (Currently Amended) The interactive game system of claim 27 further comprising[[:]] second video images that are combined with said video images and said embedded data, if any, to create said video stream.

30. (Currently Amended) The interactive game system of claim 27 further comprising[[:]] a network that communicates an input received from said first player at said first ~~set-top box~~ interactive device to said server.

31. (Currently Amended) The interactive game system of claim 30 wherein said network comprises a back-channel in said broadcast network system.

32. (Currently Amended) The interactive game system of claim 30 wherein said network comprises a connection to one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and the Internet.

33. (Currently Amended) The interactive game system of claim 27 wherein said first markup language code further comprises[[:]] code that displays a user interface in a first portion of a display screen and that displays said video images in a second portion of said display screen.

34. (Currently Amended) The interactive game system of claim 27 wherein said first markup language code further comprises[[:]] code that produces a first graphical image of said game in said first interactive device ~~set-top box~~.

35. (Currently Amended) The interactive game system of claim 34 wherein said second markup language code further comprises[[:]] code that produces a second graphical image that differs from said first graphical image of said game in said second interactive device ~~set-top box~~.

36. (Currently Amended) The interactive game system of claim 27 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a sports game.

37. (Currently Amended) The interactive game system of claim 27 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a casino game.

38. (Currently Amended) The interactive game system of claim 27 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a game show game.

39-43 (Cancelled)

44. (Currently Amended) An interactive game system comprising:

a server that executes an interactive game and that controls play of, ~~said interactive game~~ and produces video images of, said interactive game, said video images for broadcasting a view of the game ~~where the view of the game can be customized for the game played and that is~~ respectively customized by said server for each of the at least two players;

said server coupled to a ~~television broadcast system~~ network for broadcasting a video broadcast stream containing said video images to a plurality interactive devices having or controlling a display devices, of set top box communicatively coupled to said broadcast network, including interactive devices set top box of at least two players of said interactive game and at least one non-player of said game, and for broadcasting embedded markup language code, if any, addressed individually to

a first of said plurality of set top box interactive devices ~~communicatively coupled to said television broadcast system~~ that receives said video broadcast stream and that acquires first markup language code addressed to said first of said plurality of set top box interactive devices wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first of said at least two players, and

a second of said plurality of set top box interactive devices ~~communicatively coupled to said television broadcast system~~ that receives said video stream and that acquires second markup language code addressed to said second of said plurality of set top box interactive devices wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second of said at least two players, and

a third of said plurality of set top box interactive devices ~~communicatively coupled to said broadcast system~~ that receives said video stream and that outputs said video images to a display device of ~~at least one viewer that does not participate in~~ said at least one non-player of the game,

wherein said server is further configured to

receive a data message from said first of said plurality of set top box interactive devices and transfer said data message to said second of said plurality of set top box interactive devices; and

transmit different ones of the video images for the players and for the ~~at least one viewer that does not participate in~~ said non-player of the game; and

wherein the registration of at least one of the ~~first and second~~ at least two players is solicited through ~~an television~~ advertisement.

45-50. (Cancelled)

51. (Currently Amended) The method of claim 17 further comprising[[:]] assigning the first player or second player to a team.

52. (Previously Presented) The interactive game system of claim 27 wherein the first player or second player is assigned to a team.

53. (Previously Presented) The interactive game system of claim 39 wherein the first player or second player is assigned to a team.

54. (Previously Presented) The interactive game system of claim 44 wherein the first player or second player is assigned to a team.

55. (Currently Amended) An interactive game system for producing signals for playing an interactive game between at least two players of said interactive game, said interactive game viewable by at least one additional viewer of said interactive game that is not a participant in said game, said system comprising:

~~first means~~ a server system configured for

running said interactive game and producing video images of said game, said video images for broadcasting a view of the game ~~where the view of the game can be customized for the game played and~~ that is respectively customized by said server system for each of the at least two players; and

~~second means~~ generating markup language code for embedding in a video signal including said video images, said markup language code addressed to at least three interactive devices having or controlling a display device ~~receiving means~~, said video signal for broadcasting by a broadcast ~~television network means~~, to said at least three interactive devices ~~receiving means~~ including at least

(1) a first of the at least three interactive devices ~~receiving means~~ for receiving said video signal from said broadcast ~~television network means~~ and acquiring first markup language code embedded in said video signal and addressed to said first interactive device ~~receiving means~~, said first markup language code comprising a user interface for a first player of said at least two players,

(2) a second of the at least three interactive devices ~~receiving means~~ for receiving said video signal from said broadcast ~~television network means~~ and acquiring second markup language code embedded in said video signal and addressed to said second interactive device ~~receiving means~~, said second markup language code comprising a user interface for a second player of said at least two players, and

(3) a third of said at least three interactive devices ~~receiving means~~ for receiving said video signal from said broadcast ~~television network means~~ and presenting said video images to said at least one additional viewer that is not a participant in said game, said markup language code including code, if any, that is necessary for said at least two players to play said game.

56. (Currently Amended) The interactive game system of claim 55 further comprising~~[[:]]~~ a network means that transfers a signal generated in response to an input from said first player from said first of said at least three interactive devices ~~receiving means~~ to said server system ~~first means~~.

57. (Currently Amended) The interactive game system of claim 55 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a sports game.

58. (Currently Amended) The interactive game system of claim 55 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a casino game.

59. (Currently Amended) The interactive game system of claim 55 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a game show game.

60. (New) The interactive game system of claim 55 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a role playing game.

61. (New) The method of claim 17 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a role playing game.

62. (New) The method of claim 27 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a role playing game.

63. (New) The method of claim 44 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said interactive game is a role playing game.

64. (New) A non-transitory computer-readable storage medium having embedded therein a set of instructions which, when executed by one or more processors of a computer causes the computer to execute the following operations:

using at least one server, launch an interactive game;

generate first markup language code for embedding in a video broadcast stream, said first markup language code for broadcast to a first receiver at a specific address in an interactive broadcast network, said first markup language code comprising a user interface for a first player of at least two players;

generate second markup language code for embedding in said video broadcast stream, said second markup language code for broadcast to a second receiver at another specific address in said interactive broadcast network, said second markup language code comprising a user interface for a second player of said at least two players;

receive a game control signal that is generated in response to an input from said first player, and message data from said first receiver;

generate video images in response to said game control signal, for broadcasting a view of the game that is respectively customized for each of the at least two players;

transmit said video images for insertion into said video broadcast stream;

whereby said message data is transferred from to said second receiver, and said video broadcast stream is broadcast to a plurality of receivers including receivers of said at least two players and of at least one nonparticipating viewer.

65. (New) A method of implementing an interactive game between at least two players in an interactive broadcast comprising:

launching said interactive game on a video game server communicatively coupled to said interactive broadcast network;

generating first markup language code for embedding in a video broadcast stream, said first markup language code generated by said video game server for broadcast as a user interface for a first player of said at least two players;

generating second markup language code for embedding in said video broadcast stream, said second markup language code generated by said video game server for broadcast as a user interface for a second player of said at least two players;

receiving at said video game server a game control signal that is generated in response to an input signal from said first player, and message data from a first interactive device used by said first player;

generating video images in said video game server in response to said control signal, for broadcasting a view of the game that is respectively customized by the video game server for each of the at least two players;

transmitting said video images for insertion into said video broadcast stream; whereby said message data is transferred from said video game server to a second interactive device used by said second player and said video broadcast stream is broadcast to said interactive devices.

66. (New) The method of claim 65 wherein the network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said game is one of the group consisting of a sports game, a casino game, a game show game and a role playing game.

67. (New) A non-transitory computer-readable storage medium having embedded therein a set of instructions which, when executed by one or more processors of a computer causes the computer to execute the following operations:

using a computer processor, launch said interactive game;

generate first markup language code for embedding in a video broadcast stream, said first markup language code for broadcast to a first interactive device having or controlling a display device at a specific address in an interactive broadcast network, said first markup language code comprising a user interface for a first player of at least two players;

generating second markup language code for embedding in said video broadcast stream, for broadcast to a second interactive device having or controlling a display device at another specific address in said interactive broadcast network, said second markup language code comprising a user interface for a second player of said at least two players;

receiving a game control signal that is generated in response to an input from said first player, and message data from said first interactive device;

generating video images in said video game server in response to said control signal, for broadcasting a view of the game that is respectively customized by a video game server for each of the at least two players;

transmitting said video images for insertion into said video broadcast stream; whereby said message data is transferred from said video game server to said second interactive device and said video broadcast stream is broadcast to the interactive devices of said at least two players.

68. (New) The computer-readable medium of claim 67 wherein the network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network, and said game is one of the group consisting of a sports game, a casino game, a game show game and a role playing game.

69. (New) The method of claim 17 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network.

70. (New) The method of claim 27 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network.

71. (New) The method of claim 44 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network.

72. (New) The method of claim 55 wherein said network is one of the group consisting of a cable television network, an over the air broadcast network, the Internet, and a satellite distribution network.

73. (New) The method of claim 17 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.

74. (New) The method of claim 27 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.

75. (New) The method of claim 44 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.

76. (New) The method of claim 55 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.

77. (New) The method of claim 57 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.

78. (New) The method of claim 65 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.

79. (New) The method of claim 67 wherein said interactive device is an electronic device for receiving signals from the broadcast network and transferring them for display, the electronic device selected from the group consisting of a set top box, a personal computer, a hand held wireless device, and an Internet appliance.